

Revised PC Rock Raiders graphics tasks 7/5/99. (RD)

Redo crystals as greyscale so programmers can tint their colours in code.

Change generic teleport out back to `teleport out men`

Air-meter

Ore-meter ore graphic for in the tube

Save game screen panelling design and graphics

In-between level pictures

Level complete statistic screen

- Background pic/anim

- Fonts

- Scene file for each object that has statistics

- Icons for save game/continue

Priorities Panel

- Panelling

- Revised set of smaller icons

- Control Icons for `UP`, `UptoTop` and `Disable`

Redo cursor for when over Rock Types

Rock Monster (+ Ice & Lava monsters)

- Fart animation (cheeky)

- Belch after eating crystal

- Add shockwave to stamp animation

- Improve gathering rocks dust

- Improve going into walls animation (dust + effects)

Highlighted versions of navigator arrows

Address wheel transparency problem

Message panel icons for `Continue` and `Repeat message` for the tutorials

Check mini-spiders. Flicker. This could be down to colours too close to the transparent colour.

New loading screen

Data Design Interactive splash screen/animation

Front end menu screen

- Background animations

- Change unselected font to Rock Raiders green

- Rock-fall scene file to be used as a wipe